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WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
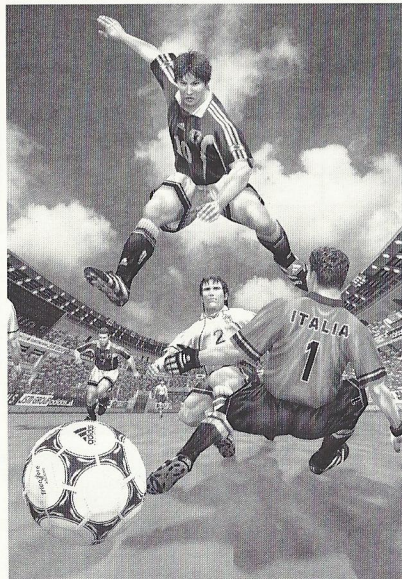
Thank you for purchasing Virtua Striker 2. Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.
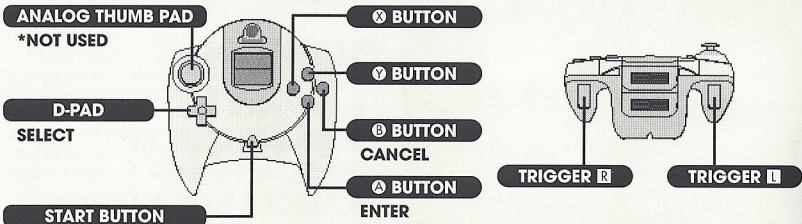
CONTENTS

Virtua Striker 2 is a memory card compatible game (Visual Memory Unit (VMU), sold separately). Refer below for information regarding the number of blocks required to save game files. When saving or loading game files, never turn the Sega Dreamcast power OFF, remove the memory card or disconnect the controller.
- 12 blocks of memory are required to save Options, International Cup and League related files (select the target memory card once the game is activated).
- 20-32 blocks are required to save a replay goal file (select the target memory card when saving).
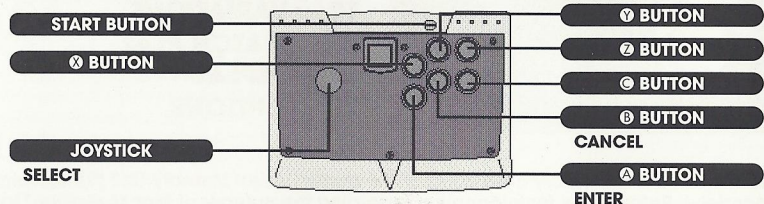
CONTROLS

This game is compatible with the Dreamcast Controller and the Arcade Stick (sold separately). Before turning the power ON, connect controller(s) to Control Port A and/or B, depending on the number of players.

DREAMCAST CONTROLLER

ANALOG THUMB PAD
*NOT USED

Ⓧ BUTTON

Ⓨ BUTTON

D-PAD
SELECT

Ⓑ BUTTON
CANCEL

Ⓐ BUTTON
ENTER

START BUTTON

TRIGGER Ⓡ

TRIGGER Ⓛ

ARCADE STICK

START BUTTON

Ⓧ BUTTON

JOYSTICK
SELECT

Ⓨ BUTTON

Ⓩ BUTTON

Ⓒ BUTTON

Ⓑ BUTTON
CANCEL

Ⓐ BUTTON
ENTER

※ To return to the Title Screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and Start Buttons of the Dreamcast Controller or Arcade Stick.
※ Never touch the Analog Thumb Pad or Triggers Ⓛ/Ⓡ while turning the Dreamcast power ON. Doing so may disrupt the controller initialization process and result in malfunction.
※ Depending on the mode, the number of participating players can be as many as 32. Controllers can, however, only be connected to Control Ports A and B. For a 1 Player game, use Port A.

TABLE OF CONTROLS

CONTROLLER	ATTACKING	DEFENDING	AERIAL	ARCADE STICK
D-PAD	MOVE PLAYER	MOVE PLAYER	MOVE PLAYER	JOYSTICK
Ⓐ	SHORT PASS	SLIDE	DIRECT SHORT PASS	Ⓐ
Ⓧ	LONG PASS	—	DIRECT LONG PASS	Ⓧ
Ⓑ	SHOOT	—	SHOOT	Ⓨ
Ⓨ	FORMATION SELECT/ CHANGE STRATEGY			Ⓩ

※ The controls within this manual correspond to the default controller configuration. To change the button configuration, select "KEY CONFIG" from the Options Menu (see p.21).

FORMATION AND STRATEGY

● SELECT FORMATION

Each country has two types of formations from which the player can select. Press the Ⓨ Button just before the match begins or during halftime to select a formation. The formation strategy will initially be set at "NORMAL."

OFFENSIVE NORMAL DEFENSIVE
4-4-2DV   3-5-2

SELECT FORMATION
4-4-2DV   3-5-2

OFFENSIVE NORMAL DEFENSIVE
4-4-2DV   3-5-2

● CHANGING STRATEGY

Press the Ⓨ Button during game play to select a strategy — "NORMAL," "OFFENSIVE" or "DEFENSIVE." The strategy selected will affect the team's formation. It takes a few seconds for the change in strategy to be fully implemented.

NORMAL
3-5-2

DEFENSIVE
3-5-2

OFFENSIVE
4-4-2DV

※ Double Volante (DV): two defensive central midfielders.
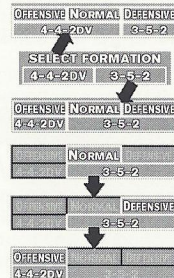
ATTACKING

● SHORT PASS

Use the D-Pad ⬆⬇⬅➡ and press the Short Pass Button to complete a short pass in the corresponding direction.

● LONG PASS

Use ⬆⬇⬅➡ and press the Long Pass Button to complete a long pass in the corresponding direction.

● CROSSING

Press the Long Pass Button in the crossing area (the opponent's penalty box and the area on the left or right side of it — refer to the diagram on the right) to complete a cross. This cannot be done if the player is facing the sideline.
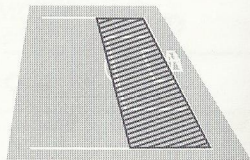
● SHOOT

Press the Shoot Button to take a shot on the goal. Use ⬆⬇⬅➡ when taking a shot to adjust the direction of the ball. The strength of the player's shot depends on how long the Shoot Button is held down. Once the Shoot Button is pressed, a power gauge will appear. The longer the button is pressed the stronger and higher the shot.
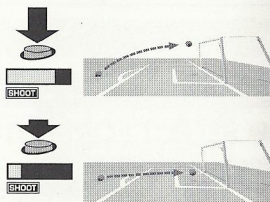
DEFENDING

● STANDING/SLIDING TACKLE

Depending on the player's distance from the opponent, press the Slide Button to complete either a standing or sliding tackle.
Depending on his position to the opponent and the ball, the player can also take control of the ball automatically.

OTHER

● AERIALS

The player can complete a direct play from an aerial ball. Press the Short Pass Button to head the ball a short distance. Press the Long Pass Button to head the ball a long distance. Press the Shoot Button to complete a direct shot or a heading shot.

● FREE KICK

Use ⬅➡ to adjust the direction of the player, then press either the Short Pass or the Long Pass Button to complete the corresponding pass. Use ⬅➡ when kicking the ball to make it curve in the corresponding direction.

● CORNER KICK

Use ⬅➡ to adjust the direction of the player, then press either the Short Pass Button to complete a short pass, or the Long Pass Button to center the ball. Use ⬅➡ when kicking the ball to make it curve in the corresponding direction.

● THROW-IN

Use ⬅➡ to adjust the direction of the player, then press either the Short Pass Button to complete a short throw, or the Long Pass Button to complete a long throw.

● KEEPER

Unless the ball has been caught or there is a goal kick, the keeper will move automatically.
When the keeper has the ball, press the Short Pass Button to throw the ball, or the Long Pass Button to kick the ball. When making a goal kick, press either the Short Pass or the Long Pass Button to complete the corresponding kick.
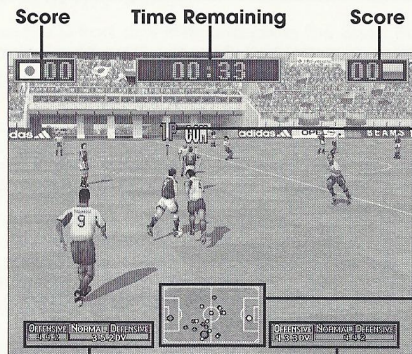
● PENALTY KICK (PK)

Kicker: Use ⬅➡ to adjust the direction of the player, then press the Shoot Button. The height of the shot depends how long the Shoot Button is held. Use ⬅➡ at the moment of making the shot for the player to make a feint.
Keeper: Use ⬆⬇⬅➡ to move the keeper in the direction you anticipate the ball will come.

GAME DISPLAY

Score   Time Remaining   Score

Marker
Indicates the player currently being controlled. The controlled player will change automatically.

Radar
Displays the position of the players on the field.
The Radar is especially important, so practice using it during a match.

Strategy
Displays the current strategy.
Press the Ⓨ Button to change.

● PAUSE MENU

Press the Start Button during a match to display the Pause Menu. Use ⬆⬇ to select an item and press the Ⓐ Button to enter. Press the Start Button or select and enter "PLAY" to return to the match.

| TEAM SELECT | Return to Team Select Screen* |
| RESET | Exit the mode and return to the Title Screen |
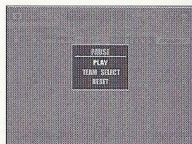
*Does not appear in International Cup or Variations Modes.

6

STARTING UP

There are 6 modes of play to select from. While it is possible for up to 32 players to participate, only two players can engage in simultaneous play.

● MODE SELECT

Press the Start Button when the Title Screen appears to display the Mode Select Menu (press the Start Button while the demo is displayed to bring up the Title Screen). Use ⬆⬇ to select a mode and press the Ⓐ Button to enter.

ARCADE	A re-creation of the Arcade version
INTERNATIONAL CUP	Experience the thrill of world football
VARIATIONS	Select one of the following modes:
TOURNAMENT	Play in a tournament
LEAGUE	Play in a league
RANKING MODE	Have your performance ranked
MATCH PLAY	Select from one of two modes:
VS MATCH	Play against a friend
PK MATCH	Play a Penalty Kick match against a friend
REPLAY	View goals stored in the VMU
OPTIONS	Adjust the various game settings, save and load game files

7

MODE EXPLANATIONS

This section outlines the process and necessary controls for each mode. Press the Ⓐ Button on screens not outlined within this section to advance to the following screen.

● MATCH CONFIG

The Match Config Screen will be displayed once a mode is selected. These settings will be saved automatically. Use ⬆⬇ to select an item and ⬅➡ to adjust. Press the Start Button or select and enter "GAME START" to begin the match. The screen contents vary, depending on the mode.

HALF TIME	Select the length of each half (or of the match if there is only one half)
G GOAL	Adjust the golden goal setting
PK	Adjust the penalty kick setting
PITCH CHANGE	Select to play one or two halves
OFFSIDE	Enable/disable the offside rule
CARDS	Enable/disable the yellow/red card setting

● YELLOW/RED CARDS

Virtua Striker 2 has special rules regarding the application of yellow and red cards.

- • If a team member receives two yellow cards or one red card, he will be sent off. He will, however, be allowed to play in the following match.
- • If at the end of play a team member has received a yellow card, the yellow card will be carried on to the following match. In the following match, the team member will be sent off after receiving another yellow card.
- • If a team member receives a yellow card followed by a red card, he will be sent off, and a yellow card will be carried on to the following match.

A re-creation of the Arcade version. Play against the CPU and progress through the tournament. A loss or a draw in the PK shootout will result in game over. Press the Start Button after the game is over and before the time counter reaches zero to continue.

● TEAM SELECT

Select the team you wish to use. Use ⬆⬇⬅➡ to select a team and press the Ⓐ Button to enter. If the time counter reaches zero, whichever team is highlighted at that time will be automatically selected.
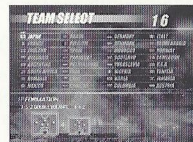
● 2 PLAYER ENTRY

For a 2 Player game, Player 2 must press the Start Button to enter. Player 2 then selects a team and the game commences. The winning player progresses through to the next match.

INTERNATIONAL CUP

1–32 Players

Aim to be the victor of this international competition.
The competition is first divided into 8 groups from A to H and a qualifying stage is held. Earn points: Win=3 points; Draw=1 point; Loss=0 points. In each group, the two teams with the most points at the end of the qualifying stage will progress to the tournament stage.
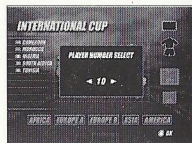
● INTERNATIONAL CUP CONFIG

Depending on whether you wish to start a new game or continue a saved game, select either "NEW GAME" or "LOAD GAME" and press the Ⓐ Button to enter.

### ● SELECT NUMBER OF PLAYERS

Select the number of players in the International Cup. Use ◀▮▶ to select and press the Ⓐ Button to enter. Teams not selected are controlled by the CPU.

● TEAM SELECT

Select the team you wish to use.
Use ◀▮▶ to display the national teams of each geographical region. Use ▲▼ to select a team and press the Ⓐ Button to enter.
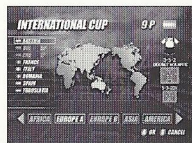
● STAGE CALENDAR

The stage calendar is displayed in-between matches. Use ◀▮▶ to view the calendar for each group. Use ▼ to view the results of each group. Press the Ⓐ Button to begin the next match.

● SAVING

Progress through the qualifying stage and the International Cup Save Screen will be displayed. Select either "YES" or "NO" and press the Ⓐ Button to enter depending on whether you wish to save your progress.
Once saved, select "LOAD GAME" from the International Cup Config Screen and press the Ⓐ Button to play from the tournament stage once more.
The International Cup Save Screen is the only opportunity you have to save your match progress.

● TOURNAMENT ROSTER

Press the Ⓐ Button while the tournament roster is displayed to begin the next match.

VARIATIONS

● MODE SELECT

Select from 3 modes: "TOURNAMENT," "LEAGUE," or "RANKING."
Use ⬆⬇ to select a mode and press the Ⓐ Button to enter.

TOURNAMENT   1–16 Players

Enter a tournament. Up to 16 players can participate.

● SELECT NUMBER OF TEAMS/PLAYERS

Use ⬅➡ to select the number of teams (4 teams/8 teams/16 teams) and the number of players, and press the Ⓐ Button to enter. Teams not selected are controlled by the CPU.

● TEAM SELECT

Select the team you wish to use.
Use ⬅➡ to display the national teams of each geographical region. Use ⬆⬇ to select a team and press the Ⓐ Button to enter. Press the Ⓧ Button for the CPU to randomly select the other teams.

● TOURNAMENT ROSTER

Press the Ⓐ Button when the tournament roster is displayed to begin the next match.

LEAGUE   1–32 Players

Enter a league. Up to 32 players can participate. Points in the league are distributed accordingly: Win=3 points; G Goal Win=2 points; PK Win=1 point; Draw=1 point; Loss=0 points. The players position in the league is based upon their total number of points.

● LEAGUE CONFIG

Depending on whether you wish to start a new game or continue a saved game, select either 'NEW GAME" or "LOAD GAME" and press the Ⓐ Button to enter.

● SELECT NUMBER OF TEAMS/PLAYERS

If you select "NEW GAME," you must then select the number of teams and players to enter the league.
Use ⬅➡ to select the number of teams and the number of players, and press the Ⓐ Button to enter. Teams not selected are controlled by the CPU.
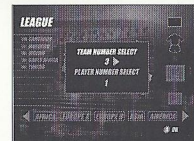
● TEAM SELECT

Select the team you wish to use.
Use ⬅➡ to display the national teams of each geographical region. Use ⬆⬇ to select a team and press the Ⓐ Button to enter. Press the Ⓧ Button for the CPU to randomly select the other teams.
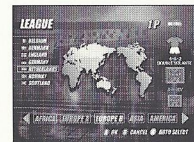
● STANDINGS

Display the League standings.
Use ⬆⬇ to select a team and press the ❌ Button to view its results. Press the ⓨ Button to save the league.
Press the Ⓐ Button to progress to the next match.

● SAVING/LOADING
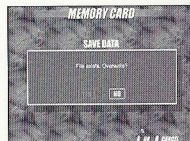
Press the ⓨ Button while the Standings Screen is displayed to save the league's progress. Select a memory card and press the Ⓐ Button. Select "YES" and press the Ⓐ Button to save the progress of the league.
Select "LOAD GAME" from the League Config Screen and press the Ⓐ Button to resume the league from the point it was saved.

RANKING   1 Player

Play against randomly selected teams. When the game is over, the ranking of your performance will be displayed.

● TEAM SELECT

Select the team you wish to use.
Use ⬅➡ to display the national teams of each geographical region. Use ⬆⬇ to select a team and press the Ⓐ Button to enter.
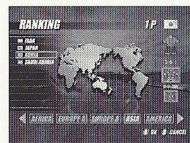
● RANKING SCREEN

Once the game is over, your ranking will be displayed.
Rankings range from E (the lowest) to SS (superb).
Use the advice from this screen to improve your level.

● MODE SELECT

Select from 2 modes: "VS MATCH" or "PK MATCH."
Use ◀▶ to select a mode and press the Ⓐ Button to enter.

VS MATCH   1–2 Players

Play a single match. Once the game is over, you will return to the Team Select Screen, and it will be possible to play another match.
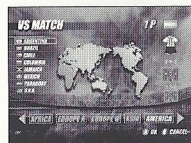
● VS CONFIG

Use ◀▶ for each player to select either "PLAYER" or "COM."
To play against the computer select "PLAYER" then "COM." For a 2 Player match select "PLAYER" then "PLAYER." To watch the computer play itself select "COM" then "COM."
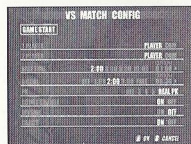
● TEAM SELECT

Select the team you wish to use.
Use ◀▶ to display the national teams of each geographical region. Use ▲▼ to select a team and press the Ⓐ Button to enter.

● STADIUM SELECT

Select the stadium you wish to play in.
Use ◀▶ to select a stadium and press the Ⓐ Button to begin the match.

PK MATCH   1–2 Players

Select to play a Penalty Kick Match. Once the game is over, you will return to the Team Select Screen, and it will be possible to play another match.

● PK MATCH CONFIG

Use ◀▶ for each player to select either "PLAYER" or "COM."
To play against the computer select 'PLAYER" then "COM." For a 2 Player match select "PLAYER" then "PLAYER." To watch the computer play itself select 'COM" then "COM."
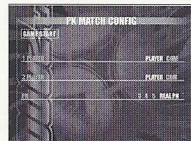
● TEAM SELECT

Select the team you wish to use.
Use ◀▶ to display the national teams of each geographical location. Use ▲▼ to select a team and press the Ⓐ Button to enter.

REPLAY

Save a replay of your goals to view them from various camera angles.

● SAVE REPLAY

Select "SYSTEM CONFIG" from the Options Menu. Go to the Goal Replay Save setting and select "ON" to display the Save Replay Screen once a goal has been scored. Select "YES" and press the Ⓐ Button to save a goal. Select the target memory card and press the Ⓐ Button to display the Save Replay Data Screen. Use ⬆⬇ to select a file and press the Ⓐ Button to save.

● REPLAY FILE SELECT

Select "REPLAY" from the Mode Select Menu to display the Replay File Select Screen. Select the memory card containing the file you wish to view and press the Ⓐ Button to enter.

● REPLAY SCREEN

Use ⬅➡ to change the camera angles. Press the Start Button to display the Pause Menu. Select "EXIT" then 'YES' and press the Ⓐ Button to return to the Replay File Select Screen.

● GOAL POINTS

Each goal scored is ranked, given a number value and displayed on the Replay File Select Screen or in the top right hand corner of the Replay Screen. Scoring a goal by a direct shot/pass or by expert handling of the ball will result in a high score. Aim for the highest score you can!

OPTIONS

Adjust the game settings; save or load a game file. Options settings will be saved automatically.

● OPTIONS MENU

Select from 4 items: "SYSTEM CONFIG," "KEY CONFIG," "SOUND CONFIG," or "MEMORY CARD."
Use ⬆⬇ to select an item and press the Ⓐ Button to enter.
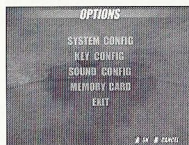
● SYSTEM CONFIG

Adjust the system-related settings. Use ⬆⬇ to select a setting and ⬅➡ to make an adjustment. Select and enter "EXIT" or press the Ⓑ Button to return to the Options Screen.

COM LEVEL	Adjust the strength of the computer-controlled teams
GOAL REPLAY SAVE	Select to save goal replays
VIRTUAL TIME*	Select the number of hours for one day to pass in the game
LANGUAGE	Select the language to be used

✳ Virtual Time
The screen will display the progress of one day: from morning, to day, to evening, to night. It is possible to adjust the speed of this change. Select "2" for one day (24 hours) to pass during 2 hours. Select "4" for one day to pass during 4 hours. Select "REAL" for one day to pass in real time (according to the clock within the Dreamcast console).

● KEY CONFIG

Adjust the controller's key configuration.
Select "EDIT" and press the Ⓐ Button to adjust the button settings. Use ⬆⬇ to select a button and ⬅➡ to adjust the setting.
Select and enter "INITIALIZE" to return the controller to its default setting.
Select and enter "EXIT" or press the Ⓑ Button to return to the Options Menu.

● SOUND CONFIG

Adjust the sound settings. Use ⬆⬇ to select a setting and ⬅➡ to make an adjustment. Select and enter "EXIT" or press the Ⓑ Button to return to the Options Menu.

TYPE	Select Mono or Stereo sound
BGM VOLUME	Adjust the background music volume
SE VOLUME	Adjust the sound effects volume
VOICE VOLUME	Adjust the voice volume
BGM TEST	Listen to the background music
SE TEST	Listen to the sound effects
VOICE TEST	Listen to the game's voice

● MEMORY CARD

Save or load game files to and from the VMU. Use after changing the VMU, etc.

CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the U.S. version of Virtua Striker. Credits for the original development staff are listed in the game itself.

Product Development
Producer
    Rustin Lee
Lead Tester
    Ed Brady
Assistant Lead Tester
    Joe Gora
Testers
    Jay Armstrong
    Roger Becker
    Joey Edwards
    Polly Escalona
    Benjie Galvez
    Howard Gipson
    Jason Hill
    Bob Homan
    Mike Mansourian
    Jermaine Ong
    Patrick Pendergast
    Jonas Robledo
    Ryan Roettele
    Kenny Robinson
    Jeff Sideno
    Todd Slepian

Marketing
Product Manager
    Stacey Kerr

Manual Staff
Writer/Editor/Translator
    Michael Hanna
Writer
    Eiichi Ogawa
DTP Operator
    Makoto Nishino
Designer
    Naohiko Iida
Supervisor
    Kaoru Ichigozaki

Special Thanks
    Peter Moore
    Martha Hill
    John Golden
    Bob Schonfisch
    Angela Santos
    Heather Hawkins

NOTES

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